

DRAGON+

SWORD COAST LEGENDS

Digital Dungeon
Masters rule
the all-new
action RPG

RETURN TO
THE TEMPLE OF
ELEMENTAL EVIL

ELEMENTAL EVIL AWAKENS!

Taking the fight to the
Princes of the Apocalypse

SUMBER
HILLS
TRAVEL
GUIDE

DUNGEONS & DRAGONS®

“SWIPE to the NEXT PAGE”



DRAGON+ 1

Welcome to Dragon+ Issue 1

I'm delighted to welcome you to the all-new Dungeons & Dragons app, Dragon+. If you'd told my younger self I'd one day be editing the successor to Dragon magazine, which my friends and I used to pore over, I'm not sure I'd have believed you.

Introducing Dragon+

An introduction to Dragon+ from
Chris Perkins



Elemental Evil: Unearth the Deception

An all-new storyline spanning across the tabletop RPG, a board game, gaming accessories and an MMO RPG pays homage to the legendary Temple of Elemental Evil adventure. Do you have what it takes to unearth the deception?



Travel Talk

A hidden gem between the Kryptgarden Forest and the High Forest, the idyllic Dessarin River Valley offers hill walks, a relaxing spa, the chance to gaze at the heavens and plenty of local legends. Having joined our team as a cub reporter, we dispatched human ranger MELISANDE CALADOR to brave a flight on a hippogriff – and the local cuisine! – to bring you this report.



GOLIATHS

Related to giants, this competitive and hardy race makes its fifth edition debut in Elemental Evil. CHRIS LINDSAY highlights their strengths and weaknesses and offers up a sample playable character.



SWORD COAST LEGENDS

DAN TUDGE, president of game developer n-Space, lifts the lid on Sword Coast Legends – a brand new way for Dungeon Masters to create adventures for up to four players.



Streaming Highlights

The best D&D games add a hearty dash of humor to their epic battles, as these videos prove. Between a support group for struggling Dungeon Masters and the live onstage antics of Acquisitions Inc, there's plenty here to tickle the funny bone of an ancient lich.



Player Factions: Our Heroes?

It may face the threat of evil cultists who bend the elements to their will, but the Sword Coast does not go undefended. Five factions stand between the cults and their evil plans...



Know Your Enemy

Thinking of taking on an adult black dragon? Think again says hardened monster hunter BHRIC KHARAS, who offers tips on surviving your encounter with these vicious beasts.

ISSUE 1



Community

Elemental Trinkets

Revealing the top 10 curios suggested by D&D players.



Interview: Rob Overmeyer

The executive producer of the Neverwinter MMO RPG welcomes the Elemental Evil storyline, shares his passion for user-generated content and asks: what's really going on with the Harpers?

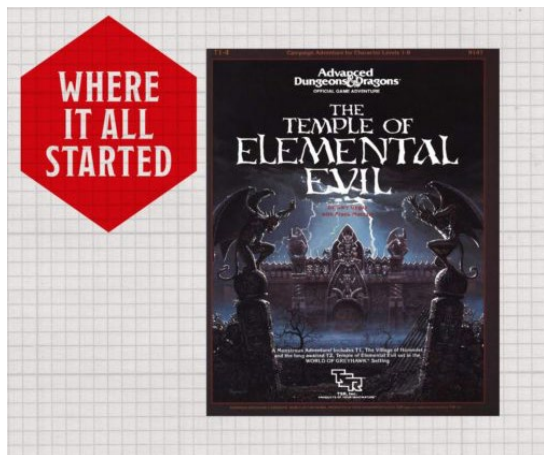
Ye Olde Magical Emporium

Welcome to our humble store. Browse freely and ask what questions ye may, but know ye these two things: thou breaks it, thou owns it; and only one Halfling allowed in the Emporium at any one time.

ISSUE 1



Comic: Gauntlet Gophers #1



Elemental Evil: Where It All Started

Take a trip back to The Temple of Elemental Evil – one of the most forbidding structures ever to be built.

Next Issue: Dragon 02

There's no need to cast Divination to discover next issue's goodies: we speak to

Forgotten Realms creator Ed Greenwood about his latest novel, remember Dungeons & Dragons videogames gone by and dig deep into the latest action RPG Sword Coast Legends.

ISSUE 1



A big thank you to the extended D&D family for their help with the creation of this issue.

DRAGON+ 1

Introducing Dragon+

An introduction to Dragon+ from Chris Perkins



Chris Perkins, Story Design Manager,
Wizards of The Coast

Dungeons & Dragons is about fantastic storytelling. The stories and characters we create live on in our memories and imaginations. With each story shared, lifelong friendships emerge. These stories and friendships are the key to D&D's longevity.

Every year, Wizards of the Coast and its partners release digital and print products tied to particular storylines. *Dragon+* is a free app that provides articles and interviews on our current D&D

storyline and its related products, as well as glimpses of future storylines. The first issue of *Dragon+* features Elemental Evil – our latest storyline. If you're a longstanding member of the tabletop RPG community, Elemental Evil will have special meaning for you, since it harkens back to a classic D&D adventure published in the early '80s. If you're not familiar with that adventure, read on to learn more.



The September 1988 Issue of Dragon Magazine (Select to view)

Dragon+ is a digital descendant of a much older print publication called *Dragon* magazine, which was for many years a colossus in the gaming industry. Before the Internet, *Dragon* was how we got D&D news and previews. It was our doorway into the worlds of Dungeons & Dragons. *Dragon+* has inherited that legacy. It's a doorway to all things D&D. Enter freely!

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DRAGON+ 1

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Matt Chapman

Dragon+ takes the traditional magazine format to the next level, making it more interactive and allowing you to enjoy it anywhere on smartphones, tablets or computers. It will keep you informed on everything you need to know about Dungeons & Dragons – there's always more about the worlds of D&D to learn, or great bits of lore to drop on your friends to blow their minds. You'll get everything from information on current storylines, news and community updates, as well as creator and developer interviews revealing what's coming next for your favorite Dungeons & Dragons products.

With that in mind, this issue features the Elemental Evil storyline that runs across every expression of D&D – from tabletop RPG and board gaming to the *Neverwinter* MMO RPG. This latest incarnation of Elemental Evil (see page six) threatens widespread destruction in the Sword Coast region. As we take a sightseeing trip around the Sember Hills area (page eight) where the main action takes place, we also review the factions (page 11) who will be leading the resistance against the nihilistic Prophets.

On top of all that, we drop in at a self-help group for Dungeon Masters (page 10), offer some unorthodox advice on dealing with black dragons (see page 13), and chat to the videogame experts behind the newly-announced *Sword Coast Legends* (page nine) and the *Neverwinter* MMO RPG (page 16)

However, the very name Elemental Evil conjures up thoughts of the classic dungeon crawl that was the end of many a player character, so we couldn't leave you without a nod to that classic adventure module. Check out the amusing and dramatic



stories told by the survivors of The Temple of Elemental Evil on page 22. Speaking personally, that adventure brings two vivid memories to mind: a brutal, unrelenting fight at the gate house which was more like a bar brawl – if we’d picked a fight with every other drinker in a very busy bar!; and laughing at my friend Rich when his character died and he had to play as the NPC Wonnilon – only to realize what an amazing and fun character this gnome was. Sorry Rich!

Matt Chapman, Editor-in-chief

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Elemental Evil: Unearth the Deception

An all-new storyline spanning across the tabletop RPG, a board game, gaming accessories and an MMO RPG pays homage to the legendary Temple of Elemental Evil adventure. Do you have what it takes to unearth the deception?

Many mortal lifetimes have passed since a temple dedicated to the Elder Elemental Eye was established by an ancient drow culture. Despite passing into legend, the Fane of the Eye still resides beneath the Sumber Hills. Yet even its vile, corrupted past may seem tame when compared with its potentially devastating future.

Insane mortals have acquired the means to reach out to the Princes of Elemental Evil, who reside on distant planes. Offering their devotion to these primordial beings in exchange for power, the prophet leaders of four cults are drawn to the Fane of the Eye. While they have no love or need for mortal worshipers, these Princes wish to see the cultists wreak havoc in their names and reduce the world to a more elemental state. When the cultists enter the temple, each prophet finds a gift that allows them to sow destruction on the Material Plane.

CULTS



Cult of the Howling Hatred (Select to view)

Each Elemental Prince has a different elemental cult devoted to it. The Cult of the Howling Hatred worships Yan-C-Bin, the Prince of Evil Air; the Cult of the Black Earth follows Ogrémoch, the Prince of Evil Earth; the Cult of the Eternal Flame seeks the blessing of Imix, the Prince of Evil Fire; while the Cult of the Crushing Wave wishes to harness the power of Olhydra, the Princess of Evil Water.



Cult of the Black Earth (Select to view)

The cultists lurk behind an image of respectability, passing themselves off as harmless priests, monks and artisans. As such, they have begun to build secret temples and outposts throughout the Sword Coast and the North. In reality, their members are amoral, power-hungry lunatics – much like the elemental beings they claim to worship.



Cult of the Eternal Flame (Select to view)

All four cults seek to ravage the world with elemental disasters and wipe out civilization. By doing so, they believe their masters will

reward them with untold power. Naturally, their activities have attracted the attention of various factions up and down the Sword Coast. Yet despite their shared destructive goals, the four cults do not see eye to eye.



Cult of the Crushing Wave (Select to view)

Individually, the cults view themselves as extensions of the four elements, with personalities to match. Fire cultists are violent and quick to anger; water cultists are cold and relentless; earth cultists are patient and intractable; and air cultists are swift and invisible like the wind. They also believe in the Elder Elemental Eye, which represents the union of all four elements into a powerful force of evil, although little is known of this entity. All four cults also train or draw in creatures that share an affinity with their elements, to help them do their bidding.

PROPHETS

Each of the four cults is led by a 'Prophet' – so named for the apocalyptic visions they receive. It is these four who were drawn to the Sunder Hills by a common vision. Like their followers, each of these Prophets shares characteristics with the element they worship.

[READ ABOUT THE PROPHETS IN THE GALLERY](#)

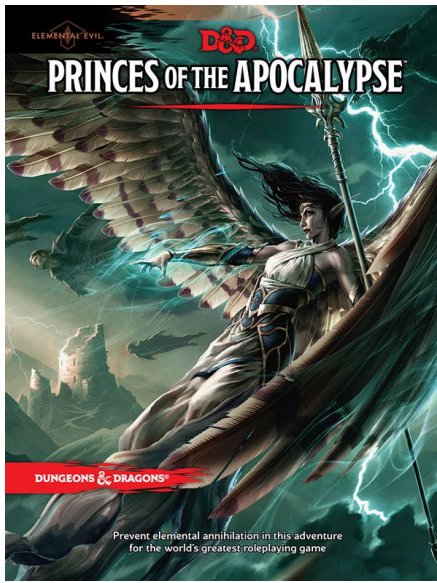
AERISI KALINOTH



Aerisi Kalinoth, Air Prophet of the Elder Elemental Eye, is a spoiled and haughty moon elf princess. On meeting Kalinoth, her beautiful pale gray skin and silky black/blue hair are not the first things you'll notice about her, as she appears to have transformed herself into an avariel - or winged elf - with an impressive wingspan.

WAYS to PLAY

Whether you like to roll dice, go toe-to-virtual-toe with computer opponents or explore the tiles of a board game, there's a way to experience the adventure of Elemental Evil.



PRINCES OF THE APOCALYPSE

CHECK IT OUT

The Princes of the Apocalypse supplement for the tabletop roleplaying game is an epic adventure for characters from levels one through 15. It also adds new spells and a playable race – the element-touched genasi. In addition, a free download includes the player content available in Princes of the Apocalypse and additional new races and spells. Tabletop roleplayers worldwide can delve deeper into the devious plots every week, thanks to the [D&D Adventurers League](#). From games at local stores to conventions hosting thousands of players, it's easy to find a space that's right for you.

A new downloadable module for the highly acclaimed free-to-play Neverwinter MMORPG is also out now. Neverwinter: Elemental Evil adds a new player class – the Paladin – and increases the videogame's level cap to 70. This expansion to the Neverwinter MMO RPG is out now and the game is also available for the first time on the Xbox One.



FIND OUT MORE

An additional way for fans to experience the storyline is the Temple of Elemental Evil Adventure System Board Game. As with other titles in this line, it's great to play in stand-alone sessions with your friends, but what's awesome about Temple of Elemental Evil is how its 13 adventures are the most fun when played sequentially in a campaign. Your character can evolve and gain bonuses after each adventure to help them tackle even bigger challenges. Temple of Elemental Evil is also compatible with The Legend of Drizzt, Wrath of Ashardalon and Castle Ravenloft, so you can mix and match components for endless replay opportunities.

Also available in random booster packs is the **Icons of the Realms: Elemental Evil** pre-painted miniatures expansion, and look for masterfully sculpted, unpainted resin miniatures from **GaleForce 9**.

WEAPONS AND NODES

When the prophets followed their shared vision, they unearthed a secret dungeon beneath the Sumer Hills. There they found four elemental weapons – one for each of them. Air Prophet Aerisi Kalinoth wields the spear Windvane; Earth Prophet Marlos Urrayle's weapon is the war pick Ironfang; Fire Prophet Vanifer is armed with the dagger Tinderstrike; while Water Prophet Gar Shatterkeel matches the impressive size of his giant prosthetic crab's claw with the imposing trident Drown (which features in the Temple of Elemental Evil board game).

Armed with these powerful weapons, the prophets can pull parts of the elemental planes into the material plane, creating elemental nodes. These terrestrial conduits to the Princes' home worlds are like miniature versions of the elemental planes of earth, air, fire and water. In the **Neverwinter MMO RPG**, players battle the Prophets in Spinward Rise, Drowned Shore, Reclamation Rock and the Fiery Pit.

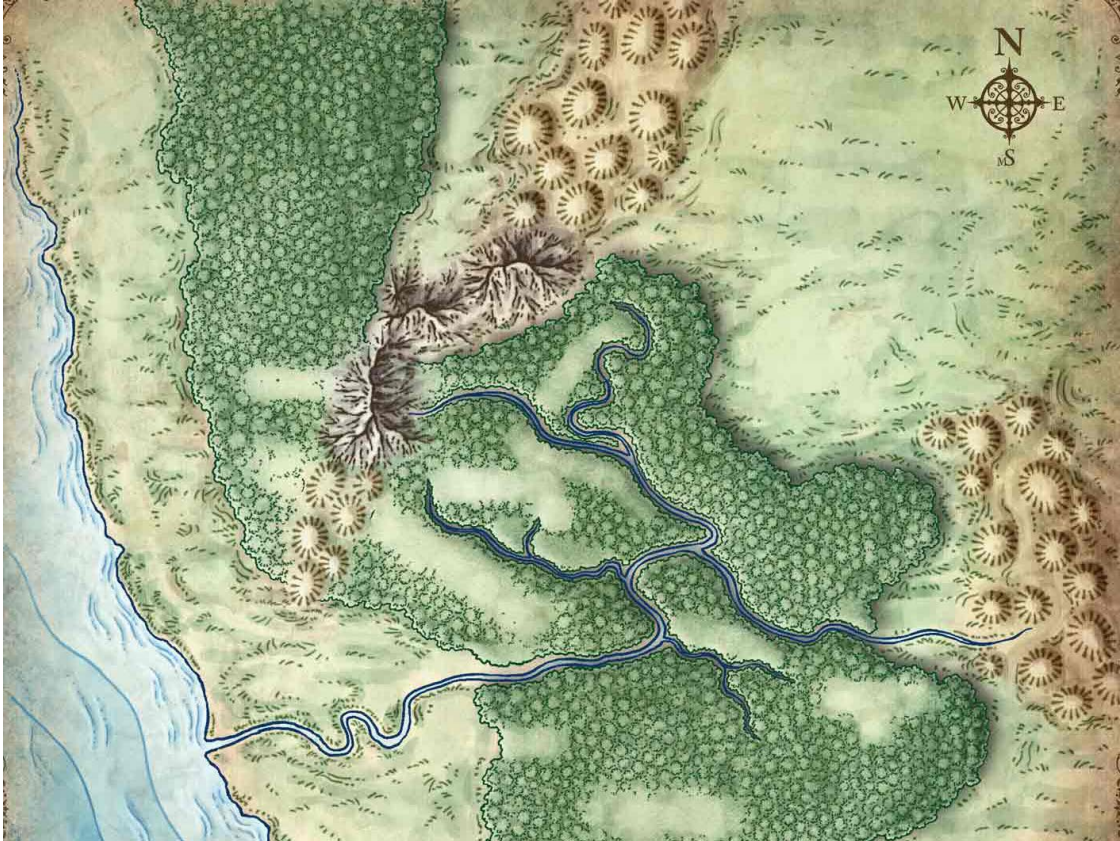
Nodes give the cultists access to unfettered elemental power. Using the four gifted weapons, the Prophets can perform potent rituals to harness the power of the nodes, creating catastrophic magic items called devastation orbs. These can be transported to other locations and used to trigger massive elemental disasters.

SEE EACH OF THE NODES in the GALLERY:

AIR NODE



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Travel Talk

A hidden gem between the Kryptgarden Forest and the High Forest, the idyllic Dessarin River Valley offers hill walks, a relaxing spa, the chance to gaze at the heavens and plenty of local legends. Having joined our team as a cub reporter, we dispatched human ranger **MELISANDE CALADOR** to brave a flight on a hippogriff – and the local cuisine! – to bring you this report.

Lead southeast of Neverwinter and northeast of Waterdeep and – aside from the increased possibility of orc attacks! – you’ll happen upon the Dessarin Valley. It’s a region steeped with history and tales of ancient, epic struggle but that only tells half the story, as it also houses plenty of attractions certain to threaten and challenge the most stalwart adventurer.

CHECK OUT THE MAPS



Those looking to enjoy the countryside should make their way to the *Sumber Hills* – although we recommend less-experienced travelers and those not used to protecting themselves do so in the company of *Zhentarim* mercenaries. Details are sketchy and change depending on the strength of the mead in each local tavern, but talk occasionally turns to the legend of an old subterranean structure somewhere near the *Sumber Hills*. One old-timer in the *Blackbutter Inn* in *Red Larch* even went so far as to suggest that recent unusual events may be linked to that dusty fable, but everyone else we spoke to laughed off this talk of strange sightings in the hills.



RED LARCH



Local Cuisine

The town of Red Larch is known for a dish called crumblecake, which supposedly has health benefits. In truth, it's one of the least tasty 'cakes' you'll ever eat (although, of the two places we tried it, the Swinging Sword's crumblecake prevailed over the Blackbutter Inn's recipe).

Thankfully, the nearby walled abbey and farms at Goldenfields means food availability is sustained throughout the region. This fortified and warded farm complex stretches across 20 square miles and produces both grain and vegetables.

With such a major river as the Dessarin flowing through the valley, fish are also a major food source. It's best to make sure you know what you're ordering, though. Considered a delicacy throughout the north, the silver shalass is a much tastier fish than the smaller brown lout, which also makes its home here.

It's easy to see why those who live in such a forward-looking place would frown at this kind of idle gossip. The area is home to many tower and temple-like structures, staffed by priests, monks and artisans, who do much more than offer tours of their buildings and a chance to pray. Those looking to wash away the pains of everyday life should visit the bathhouse at Rivergard Keep, where a small army of skilled artisans from around the Sword Coast work day and night to restore and renovate the aged fortress. It's a beautiful structure that is sure to promote trade and trafficking in all manner of goods, and shouldn't be missed.

No Entry

Don't go wandering off from the main areas, though! We wanted to get a sneak peek at the everyday life of Lliira's followers and, under the guise of looking for a dry robe, tried to head into the temple's private areas. We were courteously but very firmly instructed to return to the baths – a security conscious mindset we found at all of

the attractions in this area.

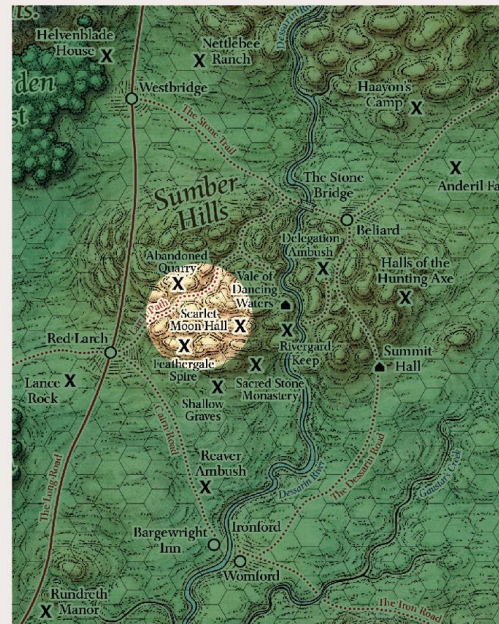


RIVERGUARD KEEP

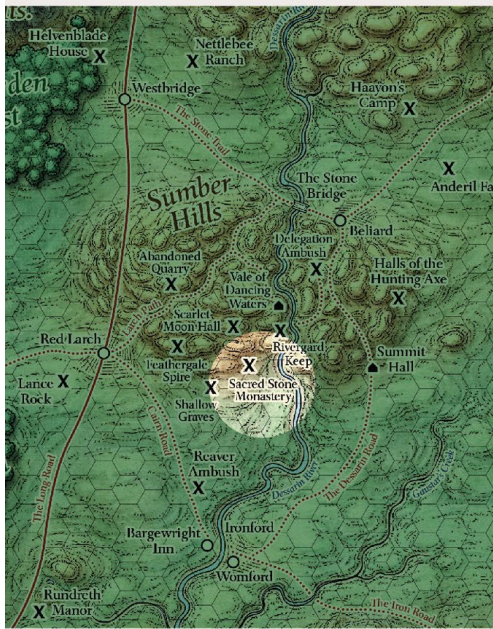
For travelers who prefer to soak up the culture and traditions of a region, there is much to enjoy near the Sember Hills. One stunning structure that's a must-see is Scarlet Moon Hall, home to the fiery wicker giant, a massive burning sculpture that never seems to burn down. Depending on the time of your visit, you may also be lucky enough to see druids carrying out an ancient bonfire ritual using this construct. We're told it's a sight to behold and have promised to return to be a part of it in the future.



SCARLET MOON HALL



Those looking for more ascetic pursuits would do well to visit the Sacred Stone Monastery, an isolated setting rumored to rest atop a series of wondrous subterranean caverns. Here, a community of monks focuses their attentions inward using various meditative techniques. While we marveled at the bouquet of their Sacred Stone Brandy, we got talking to the agent of a Waterdhavian jeweler, who had spent the day scouring the hills for rare gemstones. It's amazing who you meet on your travels in this area, we don't even have time to tell you about the family we helped after their boat was attacked and sunk in the River Dessarin.



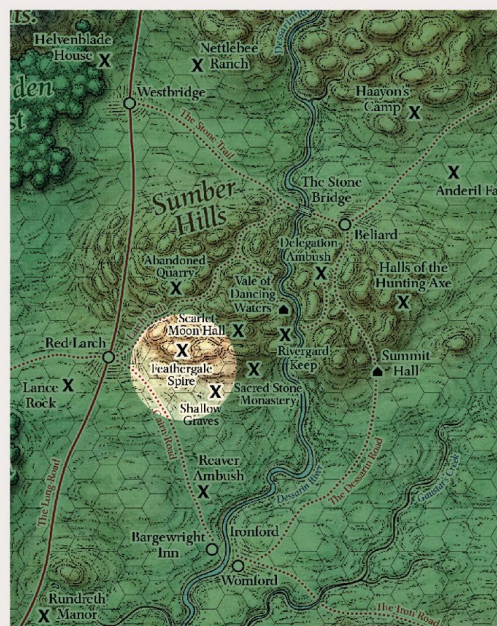
SACRED STONE MONASTERY

Flight Of Fancy

One of the highlights of our whole trip was undoubtedly our day at Feathergale Spire, rising from a 400-foot pillar of rock and built from a combination of limestone and marble, the structure resembles a gleaming sword that pierces the sky. Feathergale knights drifted high on the winds astride gorgeous hippogriffs at all times while we were there. However, these weren't what impressed us, and neither was the solarium filled with a labyrinthine garden of strange red and purple plants. Instead, Feathergale Spire is home to flying mount trainers and their amazing giant birds, which we were lucky enough to take a ride on! Words almost can't describe the joy of swooping through the air and whooshing around this breathtaking building. We have to thank Waterdhavian nobleman Thurl Merosska, a member of the elite Feathergale Society flying club, for taking us up on his hippogriff and showing us those sights.



FEATHERGALE SPIRE



More adventurous visitors might also like to take a closer look at the ruined Halls of the Hunting Axe on the eastern edge of the Sember Hills, or head to the village of Womford to try and catch a glimpse of the famed "Womford Bat", a nocturnal predator that snatches people caught out after dark. Be warned: while the dwarf city does have a

few partially standing cathedral-like structures remaining and Womford is a delightful collection of cottages and farms, you do both at your peril.



HALLS OF THE HUNTING AXE

Entertainment

A trip to the village of Bargewright Inn, which is named after the tavern the village grew up around, proved to be another major highlight – but not for the reason we originally thought.



BARGEWRIGHT INN



We made our way to this river crossing on the southern edge of the Sumer Hills to see the Ironford Bridge, before catching our ferry home. As the name suggests, this sturdy bridge was reinforced with iron long ago, after its wooden predecessor was destroyed by fire. The artisans carrying out the work didn't opt for function over form, though, instead taking the time to carve the bridge's posts into the imposing shape of rearing horses.



Weather Watch

It's currently extremely difficult to know what to pack for a visit to the Dessarin River Valley – if you haven't done so already, it's time to invest in a Bag of Holding. Unbelievably changeable weather in this region means you can expect anything from droughts, fog, earthquakes, typhoons, tidal waves, blizzards, sandstorms, torrential rain, sinkholes, forest fires, landslides, hurricanes, volcanic eruptions, mud, wind, heat waves, cold snaps and other calamitous weather events – both above and below ground!

While this was impressive, the high point came as we stopped at the inn itself for refreshments. Patrons at the bar recognized Harrowind, the lead singer for the band of minstrels known as the Windwyrds, and called for him to serenade them. While he charmingly denied the offer at first, it only took a couple of glasses of ale to convince this good-looking half-elf to take up his instrument and play for the crowd. True, many of his songs are odes to a moon elf called **Aerisi Kalinoth**, and no doubt his songs seem more polished when the full company of the Windwyrds' singers and flute-players accompany him, but this was still a magical and unexpected moment. It was the perfect end to a perfect trip!



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GOLIATHS

Related to giants, this competitive and hardy race makes its fifth edition debut in *Elemental Evil*. **CHRIS LINDSAY** highlights their strengths and weaknesses and offers up a sample playable character.

The *Elemental Evil* campaign adds a number of new playable races to the world of Faerûn. The elementally touched genasi, the bird-like aarakocra, the powerfully built goliaths and the deep gnomes – a gnome sub-race – all join the fifth edition core rules courtesy of the *Elemental Evil Player's Companion*.



GET IT NOW

Goliaths, who are related to giants, were first introduced as a playable race in the 2004 book *Races of Stone*, before appearing in the 4th edition *Player's Handbook 2*. The goliath race boasts a complex culture rooted in the spirit of competition and fair play, where each member of a clan is responsible for their own success, and ultimately their own survival. They are a tough and athletic folk, where the individual best suited to a task is chosen, regardless of gender. Most interesting, however, are their naming customs.

“Every goliath has three names: a birth name assigned by the newborn’s mother and father, a nickname assigned by the tribal chief, and a family or clan name.”

While their birth and clan names are permanent, a goliath’s nickname is a description that can change on the whim of a chieftain or tribal

elder. Additionally, a goliath is known to give nicknames to their friends and allies – regardless of race – changing those names to match their accomplishments. In casual conversation, they use their nickname.

Goliaths present all three names when identifying themselves, in the order of birth name, nickname, and clan name. Birth names are rarely linked to gender, as goliaths see females and males as equal in all things, and they find societies with roles divided by gender to be puzzling or worthy of mockery.



GOLIATH TRAITS

These reclusive beings dwell at the highest mountain peaks, wandering a bleak realm of rock, where the air is thin and the frigid winds howl. Few folk can claim to have seen a goliath, and fewer still can claim friendship with them.

Goliaths have lifespans comparable to humans, entering adulthood in their late teens and usually living less than a century. These Medium creatures are typically between seven and eight feet tall and weigh between 280 and 340 pounds, with a base walking speed of 30 feet.

Their hardy climate and physical prowess provide them with many natural advantages. They are proficient in athletics; count as one size larger when carrying, pushing, dragging, or lifting; are naturally able to deal with cold climates and elevations above 20,000 feet; and can use Stone's Endurance to occasionally shrug off injury.

DRIVEN COMPETITORS

Each day brings a fresh challenge to a goliath, as food, water, and shelter are rare in the uppermost mountain reaches. A single mistake can doom an entire tribe, while an individual's heroic effort can ensure the entire group's survival.

Goliaths thus place a premium on self-sufficiency and individual skill. They have a compulsion to keep score, counting their deeds and tallying their accomplishments to compare to others. Goliaths love to win and defeat merely pushes them to improve their skills.

However, this dedication to competition has a dark side. Above all else, goliaths are driven to outdo their past efforts. If a goliath slays a

dragon, he or she might seek out a larger, more powerful wyrm to battle. Few goliath adventurers reach old age, as most die attempting to surpass their past accomplishments.



FAIR PLAY

For goliaths, competition exists only when it is supported by a level playing field. Competition measures talent, dedication, and effort. It's those factors which determine survival in their home territory, rather than a reliance on magic items, money, or other elements that can tip the balance one way or the other.

Goliaths will happily rely on such benefits, but they are careful to remember that such an advantage can always be lost. A goliath who relies too much on them can grow complacent, which is a recipe for disaster in the mountains.

This trait manifests itself most strongly when goliaths interact with other societies. The relationship between peasants and nobles, for example, puzzles goliaths. If a king lacks the intelligence or skills to lead, then clearly the most talented person in the kingdom should take

his place. Goliaths rarely keep such opinions to themselves, and mock folk who rely on society's structures or rules to maintain power.

DUNGEONS & DRAGONS

Aequitas Stargazer Ana'kalathai
CHARACTER NAME

Wizard 1 CLASS & LEVEL	Sage (Astronomer) BACKGROUND	Chris Lindsay PLAYER NAME
Goliath RACE	Lawful Good ALIGNMENT	EXPERIENCE POINTS

ABILITY SCORES

- STRENGTH: 16 (+3)
- DEXTERITY: 10 (+0)
- CONSTITUTION: 14 (+2)
- INTELLIGENCE: 14 (+2)
- WISDOM: 12 (+1)
- CHARISMA: 10 (+0)

INSPIRATION: 10

PROFICIENCY BONUS: +2

SAVING THROWS

- +3 Strength
- +0 Dexterity
- +2 Constitution
- +4 Intelligence
- +3 Wisdom
- +0 Charisma

SKILLS

- +0 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +4 Arcana (Int)
- +5 Athletics (Str)
- +0 Deception (Cha)
- +4 History (Int)
- +1 Insight (Wis)
- +0 Intimidation (Cha)
- +4 Investigation (Int)
- +3 Medicine (Wis)
- +2 Nature (Int)
- +1 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +2 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +1 Survival (Wis)

ARMOR CLASS: 10

INITIATIVE: +0

SPEED: 30 ft.

HIT POINT MAXIMUM: 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE: Total 1d6

DEATH SAVES: SUCCESSES: 0/3, FAILURES: 0/3

PERSONALITY TRAITS

- I'm willing to listen to every side of an argument before I make my own judgment.
- There's nothing I like more than a good mystery.

IDEALS

- What is beautiful points us beyond itself toward what is true.

BONDS

- I have an ancient text that holds terrible secrets that must not fall into the wrong hands.

FLAWS

- I can't keep a secret to save my life, or anyone else's.

ATTACKS & SPELLCASTING

NAME	ATK. BONUS	DAMAGE/TYPE
q-staff (v)	+5	1d8+3
fire bolt*	+4	1d10 fire

*maximum range of 120 feet

Spellbook

- Spells Prepared: 3; Spell Slots: 2 1st
- Spell Save DC 12; Spell Atk +4

Cantrips: Fire Bolt, Light, True Strike

1st Level: Absorb Elements, Comprehend Languages, Detect Magic, Mage Armor, Shield, Sleep

OTHER PROFICIENCIES & LANGUAGES

- Weapons: Dagger, Dart, Sling, Quarterstaff, Light Crossbow
- Sage (Astronomer): If you attempt to recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person/creature.
- Languages: Common, Dwarvish, Giant, Undercommon

EQUIPMENT

- Worn: Common Clothes, Quarterstaff, Arcane Focus (Orb)
- Carried: Backpack - bedroll, mess kit, 10 torches, tinderbox, 10 days rations, waterskin, 50 ft. hempen rope, bottle of black ink, quill, small knife, letter from a dead colleague from Waterdeep, posing a question you have not yet been able to answer, spellbook, belt pouch (money)

FEATURES & TRAITS

- Stone's Endurance.** When you take damage, you can use your reaction to roll a d12 plus your Constitution modifier, and reduce the damage taken by that total. You can't use this trait again until you finish a short or long rest.
- Powerful Build.** You count as one size category larger when determining carrying capacity and the weight you can push, drag, or lift.
- Mountain Born.** You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.
- Ritual Casting.** You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.
- Arcane Recovery.** Once per day when you finish a short rest, you can choose expended spell slots to recover. They can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be of 6th level or higher.

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Star Struck

Below I've created a goliath wizard with the sage background that I plan to advance into the fine arcane tradition encompassed by the school of divination. He is called Aequitas (birth name) Stargazer (nickname) Ana'kalathai (clan name). Aequitas is possessed of a solemn yet adventurous spirit, and has been tasked by his clan with advancing their collective knowledge.

SURVIVAL OF THE FITTEST

Among goliaths, any adult who can't contribute to the tribe is expelled. A lone goliath has little chance of survival, especially an older or weaker one. Goliaths have little pity for adults who can't take care of themselves, though a sick or injured individual is treated, as a result of the goliath concept of fair play. Yet a permanently injured goliath is still expected to pull his or her weight in the tribe. Typically, such a goliath dies attempting to keep up, or the goliath

slips away in the night to seek the cold will of fate.

In some ways, a goliath's drive to outdo itself feeds into the grim inevitability of its decline and death. A goliath would much rather die in battle, at the peak of strength and skill, than endure the slow decay of old age. Few folk have ever met an elderly goliath, and even those goliaths who leave the mountains grapple with the urge to give up their lives as their physical skills decay.

Because of their risk-taking, goliaths can rarely count on a wisdom grown with age and their tribes suffer from a chronic lack of experience offered by long-term leaders.



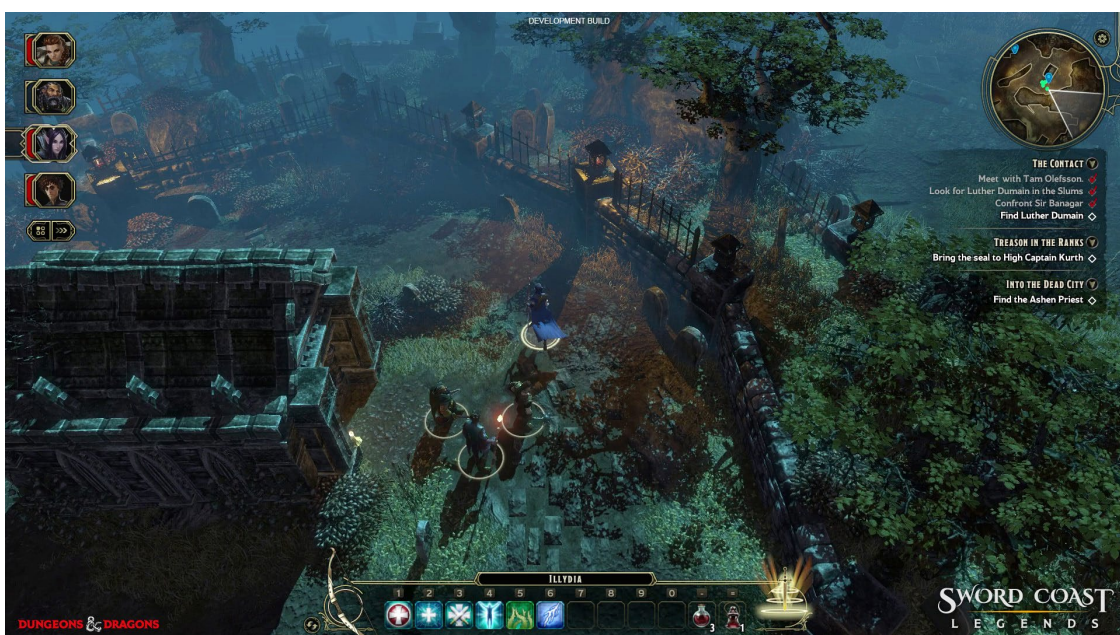
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SWORD COAST LEGENDS

DAN TUDGE, president of game developer n-Space, lifts the lid on *Sword Coast Legends* – a brand new way for *Dungeons & Dragons* to create adventures for up to four players.

Dungeons & Dragons fans have never had it so good. From a board game that brilliantly borrows the campaign feel of the pen-and-pencil game, to an MMO RPG that expands the tabletop RPG's setting and stories, this is a great time to be a player. Now comes a classic CRPG computer game that offers an all-new way to enjoy the shared storytelling experience...

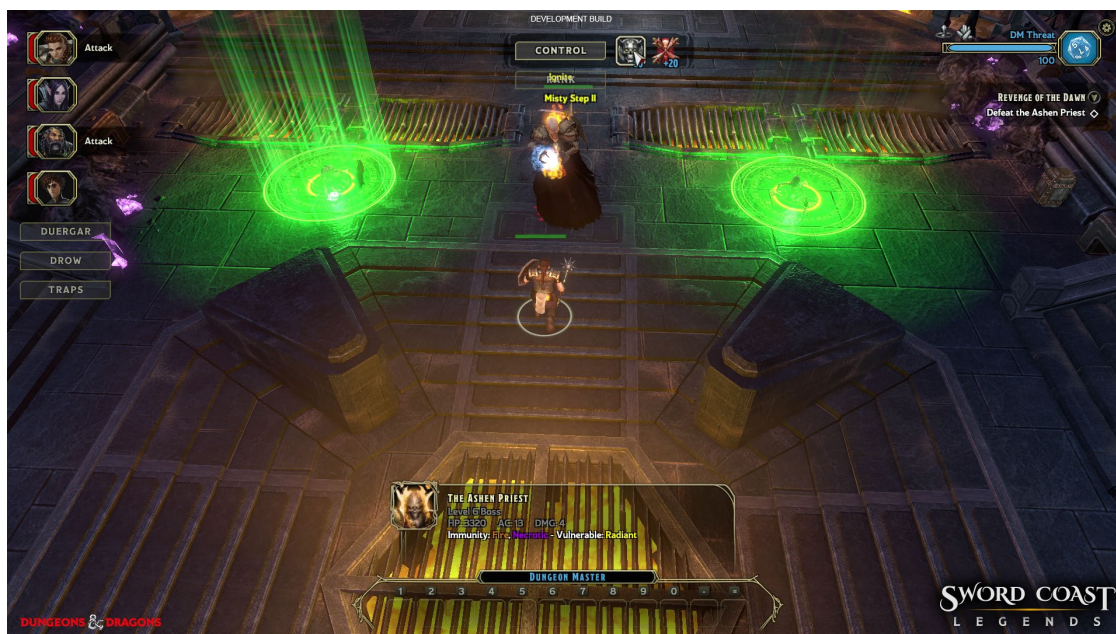


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Set in the lush and vibrant setting of the *Forgotten Realms*, party-based RPG *Sword Coast Legends* brings the world of Faerûn to life like never before, thanks to a single-player narrative crafted by a team of industry veterans. However, it truly shines in DM Mode,

(Select to view)

“The DM then goes into the dungeon and can change the encounters and the way they react,” Tudge continues. “They can move the monsters around, set up ambushes or traps, turn doors into secret doors, create bottlenecks or take control of monsters and fight directly with the players. They can also affect the story and manage quests for the party – pretty much anything a tabletop DM could do.” Rather than being an entirely combative relationship, a Dungeon Master can also help and empower their players, offering up the same fun experience tabletop gamers regularly enjoy.



(Select to view)

HARD AND FAST RULES

That level of customization makes Sword Coast Legends sound very similar to the tabletop game it's based on, and Tudge says the n-Space team has taken the spirit of the Dungeons & Dragons rules and adapted them to provide a faithful 5e experience. That includes features such as hit points, armor class, attack and damage 'rolls', although it plays much more like a conventional real-time game than a full turn-based system. “You don't have action points where you make a move and you use those action points and fight,” he explains. “It's not a full turn-based experience like the original Fallout or Wasteland; however, you can use pause and play to create a very tactical 'round-based' experience if you choose to do so.”



(Select to view)



(Select to view)

Tudge describes a typical dungeon crawl as “instant action,” suggesting a Dungeon Master and other players can simply show up at an agreed hour and play, with no prep time for the DM. “If you want to DM right away you can be doing that within five seconds, although you will also have the option to set up lengthy campaigns offline.”

It’s in these wider campaigns that the game can mirror a favorite module from your past, a homebrewed storyline or an all-new adventure you’ve always wanted to tackle. Dungeon Masters will be able to set up multiple dungeons and places to visit, generating a story that continues to build. Tudge suggests that DMs can create a world that takes their players from level one to level five, and then continue to add adventures that push them to level 10 and beyond.



(Select to view)

Sword Coast Legends is available now for digital pre-order:



The game itself costs \$34.99, rising to \$39.99 once the pre-order period expires. Those looking for an immediate boost should opt for the Digital Deluxe Edition, which costs \$59.99 at pre-order. It includes a Tome of Knowledge, an Order of the Burning Dawn cloak, a Hero Forum badge, armor and weapons, as well as a digital copy of the game's soundtrack. Dungeon Masters also get their hands on the Beholder, a set of tiles for the Lost Mines dungeon and Wisps cursors.

Meanwhile, those looking for epic collectibles and some physical goodies to treasure alongside the digital download can opt for the Limited Edition Collector's pre-order pack for \$239.99. As well as everything in the Digital Deluxe Edition, this adds Headstart Access (be one of the first to play!) and Design Council Access (helping the game's developers make decisions that will shape Sword Coast Legends), two additional Forum badges, a cloth map of the Sword Coast and an intricately detailed limited statue of Belaphoss.

All copies of the game will also benefit from updates after purchase. "We plan to support the title after launch with

continuing adventures, much like the D&D model with its core rules and modules, so that will feel very familiar to people,” Tudge says.

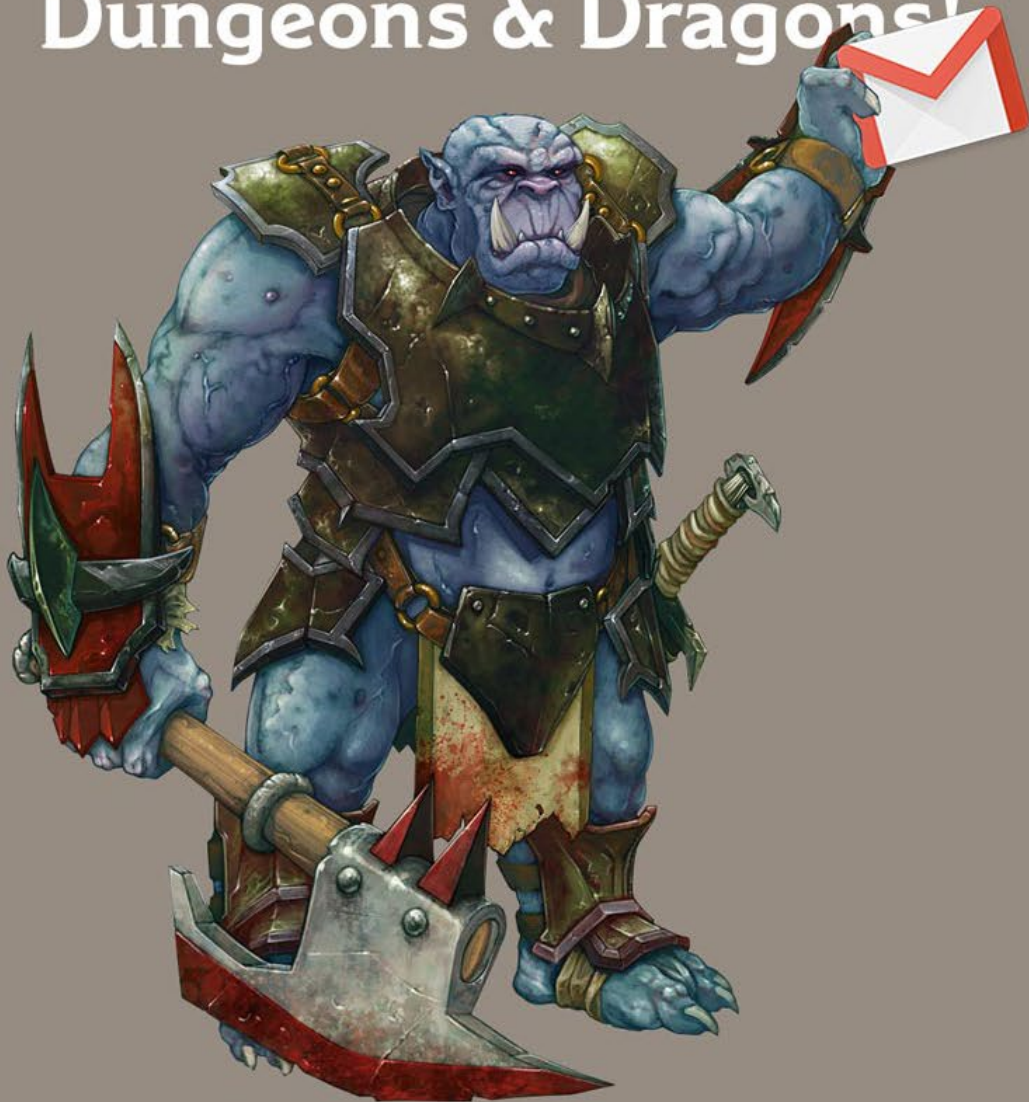
COAST GUARDS

As made obvious by its title, the game focuses on the Sword Coast region of the Forgotten Realms and its iconic locations. Despite being n-Space’s first Dungeons & Dragons license and a new partnership with Wizards of the Coast, the team already has a surprisingly strong connection to this world. The project’s lead writer and the team’s technical director are both ex-BioWare employees who were involved with some of the great games based in the same setting – from the first Baldur’s Gate and beyond. “If you’ve played Baldur’s Gate it will really feel like an evolution of that experience and that will resonate for a lot of people,” Tudge says, with his own work as the director on Dragon Age: Origins boding particularly well for this RPG.

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Streaming Highlights

The best D&D games add a hearty dash of humor to their epic battles, as these videos prove. Between a support group for struggling Dungeon Masters and the live onstage antics of Acquisitions Inc, there's plenty here to tickle the funny bone of an ancient lich.



Dungeons & Dragons players have each other, but where do Dungeon Masters turn to find the innovation, inspiration and flexibility they need to get their games back under control? Cue, the **Dungeon Masters Support Group**, where a problem shared is a problem split in two with an axe.

DUNGEON MASTERS SUPPORT GROUP

EPISODE 1

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[Learn more](#)

Faster than you can say, “Holy Space Stations!” the Dungeon Masters Support Group helps Rick explore magic item attunement, betting on owlbear fights and spreading your prowess all over town.



EPISODE 2

Hector faces a relapse when his fellow DMs realize his snake phase sounds strikingly similar to his crocodile phase. Meanwhile, Rick searches for a spark of confidence in the new Dungeon Masters Guide.



EPISODE 3

Busy working mom Mercy gets the next-best present to a babysitter, as she considers putting the old D&D gang back together.

ACQUISITIONS INC.

The best D&D adventures use humor to help build a series of

emotional highs and lows into their narratives, and the adventuring party of **Acquisitions Inc** take that to a whole new level. Enjoy an animated recap of their journey so far, followed by their live on-stage game at PAX East, to see how Jerry Holkins, Mike Krahulik, Scott Kurtz, and Patrick Rothfuss teamed up with Dungeon Master Chris Perkins to once again turn peril into profit.

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[Learn more](#)

THE FULL A.I. YOUTUBE PLAYLIST

A.I. PODCASTS

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Player Factions: Our Heroes?

It may face the threat of evil cultists who bend the elements to their will, but the Sword Coast does not go undefended. Five factions stand between the cults and their evil plans...

Live factions have risen to prominence in the Forgotten Realms, and some are more heroic than others. Factions are power groups that seek to further their own aims, while still opposing the destructive forces that threaten the land. Each faction has its own motivations, goals, and philosophies, and each one calls to the heart of a different kind of hero.



This old organization has risen, been shattered, and risen again several times. It uses 'cells' and lone operatives throughout Faerûn, and its longevity and resilience are largely due to this decentralized, grassroots and secretive set-up. The Harpers oppose tyranny and seek fairness and equality for all.



Many paladins and clerics of Tyr, Helm, Torm, and Hoar view this organization as a way of joining forces against the evils in the world. The Order of the Gauntlet believes in acting swiftly and is ready to lash out the moment evil acts, without waiting for the blessings of distant temples or the permission of rulers.



This group opposes anything that threatens the natural world. Its members know how to survive, and more importantly, they want to help others do the same. They are not opposed to civilization or progress, but they strive to prevent civilization and the wilderness from destroying one another.



This coalition of city rulers collectively agrees that some level of solidarity is needed to keep evil at bay. However, every lord in the Alliance works for the fate and fortune of his or her own settlement above all others. The rulers of Waterdeep, Silverymoon, Neverwinter, and other free cities in the region dominate the Alliance.



The Zhentarim believe that everyone should fear to cross them. The public face of the organization appears to be benign, offering the best mercenaries money can buy. Yet their true aim is to amass wealth, power, and influence to become omnipresent, inescapable, and untouchable.



D&D Adventurer's League

Factions truly shine when you encounter them within the D&D Adventurers League experience. Belonging to a faction sometimes means having responsibilities, but it also brings support and rewards for service.

A character allied with a faction earns 'renown' by accomplishing tasks that match that faction's goals. The renown points awarded at the end of an episode or adventure help them gain ranks within a faction and bring additional benefits and aid. Unfortunately, should you ever leave a faction, you lose all benefits and renown associated with your former faction, and must start at rank one with zero renown in any new faction. The factions aren't kind to traitors or deserters.

Still, being a member of a faction could be lifesaving for lower-level player characters. Should the worst happen and a character of level one to four is killed while adventuring, their body can be returned to civilization and a patron from the faction ensures they receive a raise dead spell. Invoking this act, which is known as Faction Charity, removes all XP and rewards from that session (even those earned prior to death during that session), and the character cannot replay that episode again. Once a character reaches 5th level, this option is no longer available.

JOIN THE LEAGUE

When a threat to the Sword Coast becomes great enough, factions who may normally oppose each other are forced to work together. As the Elemental Evil storyline unfolds and devastation rains down on Faerûn, so these five factions band together.

Yet despite the obvious danger these elementalists represent, not all of those who seek to thwart them have noble intentions. Some factions selfishly wish to protect their own interests, while others crave the power the cultists wield for themselves.

Most similar in their outlooks are The Harpers, The Order of the Gauntlet and The Emerald Enclave, who all fear the wider danger the cults present to the Sword Coast. In particular, Emerald Enclave members recognize that the cults threaten the wilderness, making them their natural enemies. Gauntlet members, meanwhile, hate the evil abominations the cultists worship and the havoc they wreak wherever they go.

The remaining two factions – The Lords’ Alliance and The Zhentarim – have more self-centered interests at heart. Alliance members feel the elemental cults are operating dangerously close to a number of their key cities, including Yartar, Waterdeep, Neverwinter and Silverymoon. Individual members of the Lords’ Alliance also view victory over these cults as a path to prestige and glory.

Similarly, the Zhentarim have made impressive inroads in the North and along the Sword Coast, establishing important assets throughout the region. Zhents would seek to protect those local interests against the rise of the cults.



Power Sharing

The aims of the five factions also differ when it comes to how they would deal with the cults' power. The Harpers merely plan to deprive the cults of their magic weapons, thereby ending their access to the elemental planes. The Order of the Gauntlet would go even further, wiping out the cults completely and destroying their vile magic items. Members of the Enclave would also destroy the four elemental weapons, as well as razing the elemental nodes to break the connections to the elemental planes. However, the more mercenary Zhentarim would look to acquire as much elemental power as they can get their hands on.

The cults themselves also offer interesting learning opportunities for certain factions. While keen to destroy them, Order of the Gauntlet members are keener still to learn where the four elemental weapons came from. The Harpers, meanwhile, look beyond the Princes of the Apocalypse to learn as much as they can about the enigmatic Elder Elemental Eye – a watchful and hateful entity that represents the union of the four elements into one evil force and may not, in fact, exist.



Pick A Side

Access to factions will differ depending on where you encounter them. In the **Temple of Elemental Evil board game**, each of the five playable heroes is automatically assigned a different faction. In the **Neverwinter MMO RPG**, players will often be assigned quests by faction members which benefit their organization (these in-game collaborations also helped explain the groups' new roles when the previously feared Zhentarim became an organization people would work with).

Joining a player faction in the tabletop roleplaying game, meanwhile, is usually optional, so a group of adventurers may have no affiliations at all. However, signing up to one of these organizations delivers a

richer player experience, as each faction has operatives that will interact with adventurers. Not confined to towns and villages, these hardy agents will show up almost anywhere, allowing the player characters to interact with them and further their aims no matter where the adventure has taken them.

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NEVERWINTER

ELEMENTAL EVIL



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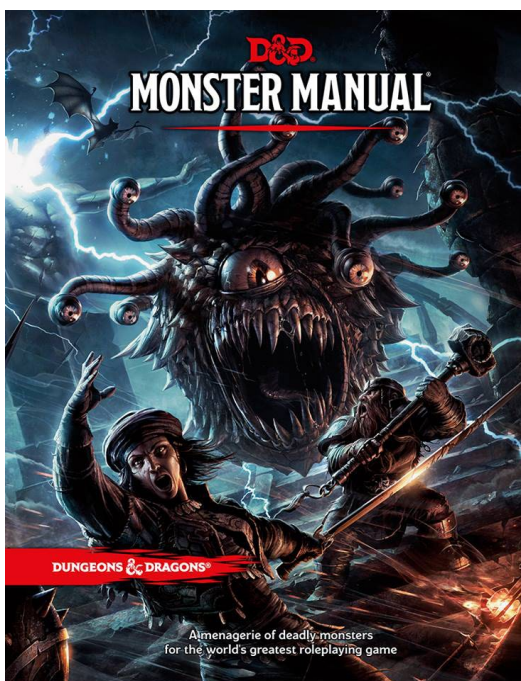
DUNGEONS & DRAGONS



Know Your Enemy

Thinking of taking on an adult black dragon? Think again says hardened monster hunter BHRIC KHARAS, who offers tips on surviving your encounter with these vicious beasts.

In all my years of training, fighting and waging war, there's one beast that never fails to make me pause when it slinks into view: the black dragon. There's a reason mortals fear to tread in fetid swamps and crumbling ruins – aside from their obvious sense of decay – and that's because they are the favorite haunt of the most evil-tempered and vile of the chromatic dragons.



[FIND OUT MORE](#)

You might think a strategy breakdown of how to deal with such a creature would lead out with long-range attacks, before turning to close-combat options. However, my best advice for dealing with a black dragon can be summed up in one word: don't. These creatures are clever, powerful and have a bunch of options in their armory and – if possible – I suggest you seriously consider avoiding them. Look out for the telltale thick vegetation that grows miles around a lair, the crude figures made as tributes by

lizardfolk (more about them later)
and the drifts of fog that obscure the land.

If you do accidentally engage with a black dragon – and what an accident to have! – it may be possible to talk or barter your way out of the situation, especially if the dragon feels your party looks like too good a match. Black dragons are highly intelligent, after all. Sadly, this advice can lead a party down a dangerous path, thanks to the creature’s cruel nature. Black dragons love to hear their prey beg for mercy and may falsely offer the chance to escape – only to snatch this away and devastate a group.

FIGHT NOT FLIGHT

There will be occasions when escape is simply not an option and you find yourself – as I have, many, many times – fighting for your very life. The recent assault on the town of Red Larch proves that this won’t always be an accidental encounter in a swamp. In that case a black dragon with a vendetta was out for the townsfolk’s blood and its deadly acid breath, forceful grabbing bite and formidable tail sweep helped it lay waste to many who stood before it.

VELATHIDROS

HP: 16

ATTACKS

ACID BREATH: 4 acid damage, 2 on a miss

GRABBING BITE: 2 melee damage and place the target on an adjacent square.

MAGIC: Using the latent magic in his lair, Velathidros draws the top Encounter card.

[FIND OUT MORE](#)

While I don’t mean to suggest that Red Larch is more open to attack than other areas, it’s thought a second black dragon resides nearby. Tales told over a tankard of mead at The Red Larch Rambler claim that Nurvureem has taken up residence in the ruins of Rundreth Manor, less than a day’s walk from the village of Amphail. The large claw and teeth marks on the torn up corpses of adventurers left on the road suggest this isn’t simply idle gossip. Surprisingly, this doesn’t seem to bother a striking female drow known as the Dark Lady, who has also been spotted in the area.



NURVUREEM

HP: 195

ATTACKS

FRIGHTFUL PRESENCE: Within 120 feet, causing affected enemies to flee.

BREATH: 54 (12d8) necrotic* damage, halved on a Dexterity save. Breath recharges on a roll of 5-6.

BITE: Deals 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

CLAW: Deals 13 (2d6 + 6) slashing damage.

TAIL: Deals 15 (2d8 + 6) bludgeoning damage.

FIND OUT MORE

If you can lure a black dragon away from its lair (and good luck with that), any environment that helps limit its flight and force it on to the ground aids your chances – think heavily wooded areas. Definitely steer clear of water sources, too, as black dragons thrive in them. While its attacks won't be hampered by hiding in the water, your party's may be – fighters will need the help of spellcasters to breathe or get a boost to their underwater movement. In fact, many black dragons prefer ambushes to straightforward fighting, so be wary of water sources if you are approaching its lair. However, black dragons don't deal well with salt water – and having witnessed the incredible

rage of one with severely irritated skin, that's no laughing matter.

As with any ruthless adversary, planning is key, yet the black dragon's sadistic cunning is enough to undo even the best laid schemes. Don't be surprised if its first action is to Dispel Magic on your tank, to get rid of all those buffs and protections. From there it will often pick off the weaker party members first, to secure a quick win and strike fear into the tougher party members. If you're going to hide your healer or cleric out of harm's way, might I suggest Greater Invisibility and Silence?

SCARE TACTICS

Despite their fearsome disposition, black dragons can be remarkably cowardly and are quick to retreat if met with enough opposition. Of course, the more people you take to face off against the beast, the more chance some of you will still be standing at the end. If you find yourself talking to Acolyte Heiron and taking on a quest to fight a vicious black dragon named Vartilingorix, I certainly suggest going mob handed. While the loot is plentiful (including dragon hoard coins, a Rank 3 Draconic Enchantment, a Cult of the Dragon headdress and more dragon bone weapons than even my personal armory contains), the risk is great. You'll need to track the beast to the Valley of the Ancients region of Ebon Downs, fighting it on home turf, and deal with its many abilities. These range from bite, claw and tail swipe attacks, to the fear brought on by its frightful presence and the devastation of its acid breath and wing flap acid onslaught.



VARTILINGORIX

HP: 3,464,827

ATTACKS

FRIGHTFUL PRESENCE: Roars and stuns nearby players for several seconds.

BREATH: Deals around 12,000 per half-second before mitigation, applying an armor debuff and leaving a pool of acid in its wake.

CLAW: Deals around 6,000 before mitigation.

TAIL SWIPE: Deals around 9,000 before mitigation and knocks back.

[FIND OUT MORE](#)

Rumors also suggest that Vartilingorix may have agreed to work with the Cult of the Dragon in Ebon Downs. While not every black dragon will seek out such ties (and some may even be convinced to work against cults to aid their own selfish needs), be warned that lizardfolk venerate these creatures and often pay tribute to them. To get your shot at a black dragon, you may need to go through these evil, besotted followers first.

Hopefully you've learned that black dragons are extremely difficult to deal with and should always be approached with extreme caution. One final warning: if you're not sure if it's a black dragon because it's looking a little bluer than usual, don't stop to check. A black dragon's scales gradually grow lighter as it matures, making the most ancient of their kind appear almost purple in color. On those occasions, run!



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Community Elemental Trinkets

Revealing the top 10 curios suggested by D&D players.

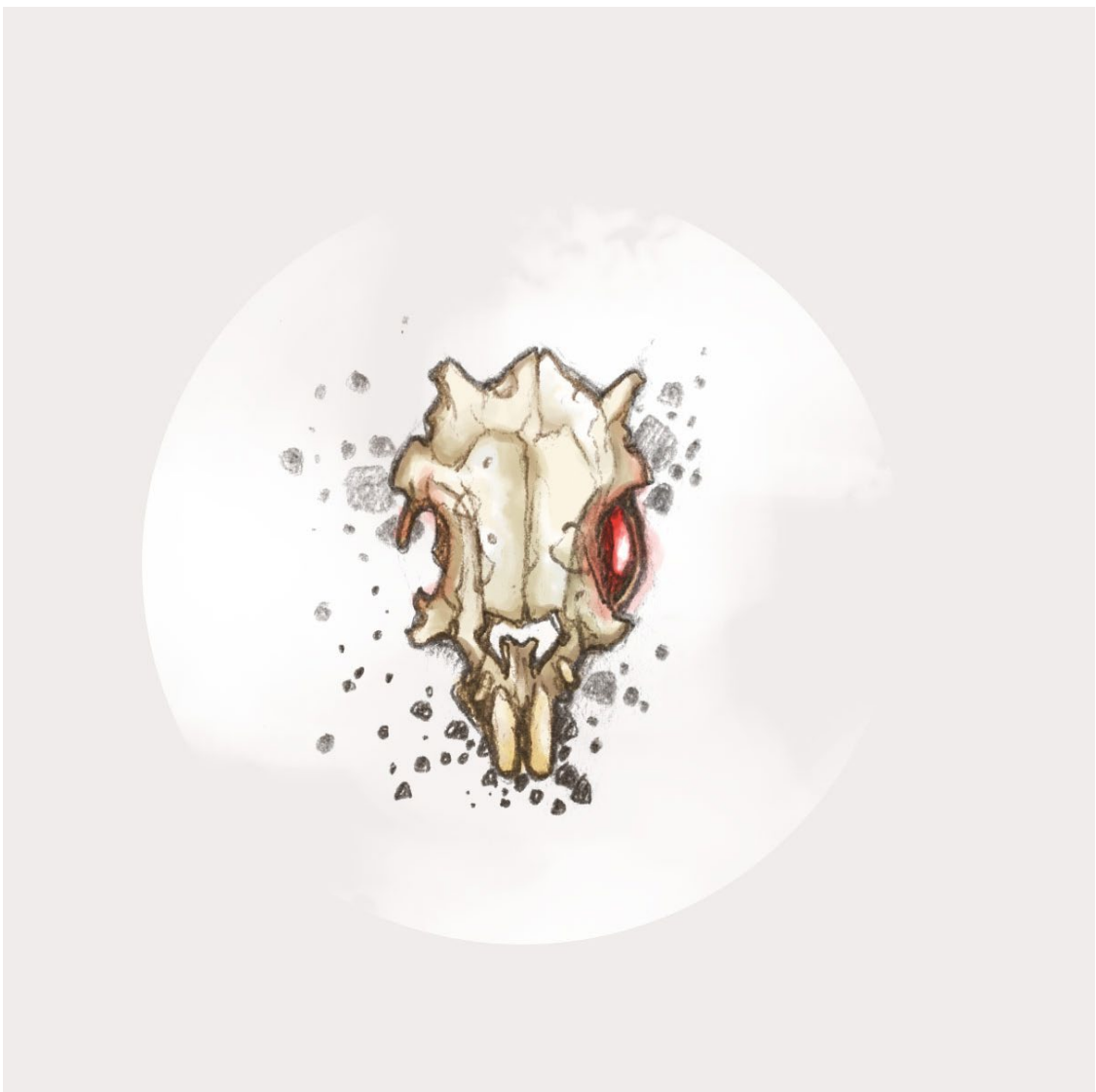


We asked our legion of fans to create a new batch of trinkets with an elemental twist and they didn't disappoint. With more than 1,300 responses across our social networks, picking our favorites was a tough task.

Below, in no particular order, we present the top 10 elemental trinkets. To see the remainder of our top 100 favorite suggestions, check out the D&D website [here](#).



“A one-eyed little fish inside a spherical vial, much bigger than the vial’s neck. He has a cunning look.” – DANIEL M



“The tiny skull of a rabbit that whispers scathing insults when nobody is looking.” – VESPER A



“A rag doll in the likeness of an owlbear.” – BILL V



“The desiccated body of a small eight-legged black lizard.” – JEROEN B



“A small toy boat made with a walnut shell, toothpick, and piece of cloth.” – JACOB L



“An unbreakable sealed jar of glowing water that hums when shaken.” – MICHAEL S



“A clockwork finch that flaps its wings in the presence of a breeze.” – SARAH R



“A stone smoking pipe that never needs lighting.” – MATT C



"A small, dried piece of tentacle that glows faintly when submerged in water." – SHARANG
B



"A small whistle that whispers the name of a person or place unknown to you when blown." – KEVIN T



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VAL & BEHOLDER VINYL FIGURE

Designed by Scott Kurtz & Concept Artist Victoria Ying

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TABLE TITANS X DUNGEONS & DRAGONS



Interview: Rob Overmeyer

The executive producer of the Neverwinter MMO RPG welcomes the Elemental Evil storyline, shares his passion for user-generated content and asks: what's really going on with the Harpers?

Neverwinter is a massively multiplayer online role-playing game based in the Forgotten Realms city of the same name. Available for PC and now also Xbox One, it's free to play, with all content open for everyone to experience – from level one to the current level cap. Neverwinter's development is ongoing and the videogame continually evolves. That includes the addition of new character classes, creatures and locations, as well as full playable storylines that follow current D&D modules. Not bad for something Rob Overmeyer, executive producer at game developer Cryptic Studios, sums up as having one very simple goal: "Kill stuff and take its loot."



Neverwinter's story initially follows Valindra Shadowmantle (below), a lich who is hell bent on taking over the Sword Coast. The players encounter her a number of times throughout the game and her influence is felt all the way up to Icewind Dale. From level 30,

players also engage with the recent **Tyranny of Dragons campaign**. This tells essentially the same story as the tabletop RPG adventure of the same name, although Cryptic is able to put its own stamp on that tale.



NEVERWINTER

On PC

On Xbox One

“What we do is match the current storyline, including the new **Elemental Evil adventure**, but we don’t tell the exact same story as the pen-and-paper game or any of the other products. We like to have the same characters but doing different things. Sometimes we also use lesser characters that are in the overall module and give them a bigger role,” Overmeyer says. “We tell these really cool ‘what if?’ side stories or follow the aftermath of events and take on a little bit of that DM role, where it’s our interpretation of the story.”



(Select to view)

New Build

Don’t expect to see the infamous **Temple of Elemental Evil** pop up in the distance, though. When Overmeyer sat down with Wizards of the Coast to discuss the Elemental Evil storyline a year ago, his first question was to ask if they could recreate that crumbling structure. The answer: a resounding no. Despite the subject matter and the

historic temple it conjures up, that wasn't the story Wizards had in mind.



(Select to view)



(Select to view)

“So we looked at what they were telling and decided we wanted to tell those side stories like we did with Tyranny of Dragons,” he remembers. “But our story is really close to the Elemental Evil storyline, focusing on a couple of different aspects of it – mainly the beacons and the influence of the cultists in each of the different regions of the Sword Coast. Players will also be playing alongside Minsc and Boo (below) for a good portion of that storyline and that will be a lot of fun.”



(Select to view)

Elemental Evil is the biggest expansion launch for Neverwinter to date, including the introduction of a higher level cap, as well as new zones, critter groups and the Oathbound Paladin class. Its influence affects the very look of Neverwinter, as powerful elemental nodes are constructed by the cultists in plain sight. New areas include the wind-blasted battleground of Spinward Rise and the Fiery Pit in the lost dwarven city of Gauntlgrym. Players will partake in quests based around these locations, before heading inside to engage the Prophet, the powerful leader of each cult.



THE PALADIN

The Paladin is the latest character class to be added to Neverwinter. It has two paragon paths to choose from: the Oath of Protection (primarily offensive, allowing it to act like the party tank); and the Oath of Devotion (more healing based).

As with all classes, a Paladin's at-will powers are displayed on screen in green and are activated by left or right-clicking the mouse. Encounter powers appear in orange, such as the Paladin's Burning Light, and these may be attack options or do something entirely different.

Meanwhile, daily powers are the circular ones, like Divine Judgement and the classic D&D power Lay On Hands. "If you're not familiar with Neverwinter and you hear the word 'daily' and you're a big D&D fan, the question that has come up in the past is: 'Really? A power you can only use once a day?'" Overmeyer explains. "For dailies, we have a mechanic where you can charge up the D20 that's at the top of the screen to activate them more than once a day."

"There's an instance in each of the zones – we cover fire, air and water – where the Prophet is located. Each of those elements is represented in its own zone with its own story of what that Prophet's doing, and those stories end with a fight," Overmeyer promises.

The cultists also recruit creatures that have an affinity with their element, offering new threats for Neverwinter players. The game designers have added the bird-like kenku, aarakocra and axebeaks to the list of new critters in the game and Overmeyer praised the variation they bring.

"We're really excited about getting the kenkus in the game because it's always cool to have something that's not just humans in costume with different colored effects," he says. "Owlbears also make a fuller appearance. Previously available as mounts to ride, players can now fight them as more creatures have been added to the wild."



(Select to view)



(Select to view)

Player Power

Overmeyer describes himself as “a vet” having been at **Cryptic Studios** for “a really long time” and says the company’s strength is in bringing passionate people together to drive and own the things they’re passionate about. Aware of Neverwinter’s long history and keen to champion player-created content within the Dungeons & Dragons MMO RPG, his constant questions about the project eventually saw him join the team eight months before its June 2013 launch.

SCREENS FROM THE XBOX ONE VERSION



“They needed some help with the Foundry, so I hopped on. After that I worked on getting **Gateway** up and running. That’s really where I started, making sure these two really cool things, which both had a lot of potential and hadn’t been done yet in an MMO, went off without a hitch.”

The game’s Foundry system allows players to recreate the pen-and-paper stories they told with their friends as playable modules within Neverwinter – even building older, classic modules from D&D and allowing other players to experience all these tales. As well as using locations on the Sword Coast, Foundry adventures can also add and name locations within the wider D&D world.

As proud as he is of the Foundry, Overmeyer believes Gateway is one of the most exciting additions to any MMO. “That web presence – let’s play the game when I can’t play the game and get information about it from the web – offers way more than other MMOs, which just have an app that gives you a check every day,” he explains. “Gateway has a full game in it, where you use the companions from the main PC game to play a dungeon crawler, like a dice game on the web. I thought that was really cool.”



(Select to view)

THE WISH LIST

Overmeyer is enjoying Neverwinter and all the stories it has to tell, relishing the chance to open up new areas in the world. Having taken players to Thay, Evereska and Icewind Dale, it’s that third location he’s keen to revisit. “Our partnership with Wizards of the Coast is great. We said, we already went there, so can we go back? And they said, absolutely yes!”

He also admits that one of the most exciting parts of his job is thinking about favorite places in stories from older D&D modules. A recent conversation with a co-worker about White Plume Mountain (“a classic, classic old module”) could see that make an appearance, although he would still love to include the temple he didn’t get to build this time around. “I think an almost never-ending dungeon crawl in the Temple of Elemental Evil would be great. There’s so many iconic things in the temple, so maybe that’s an opportunity,” he says excitedly.



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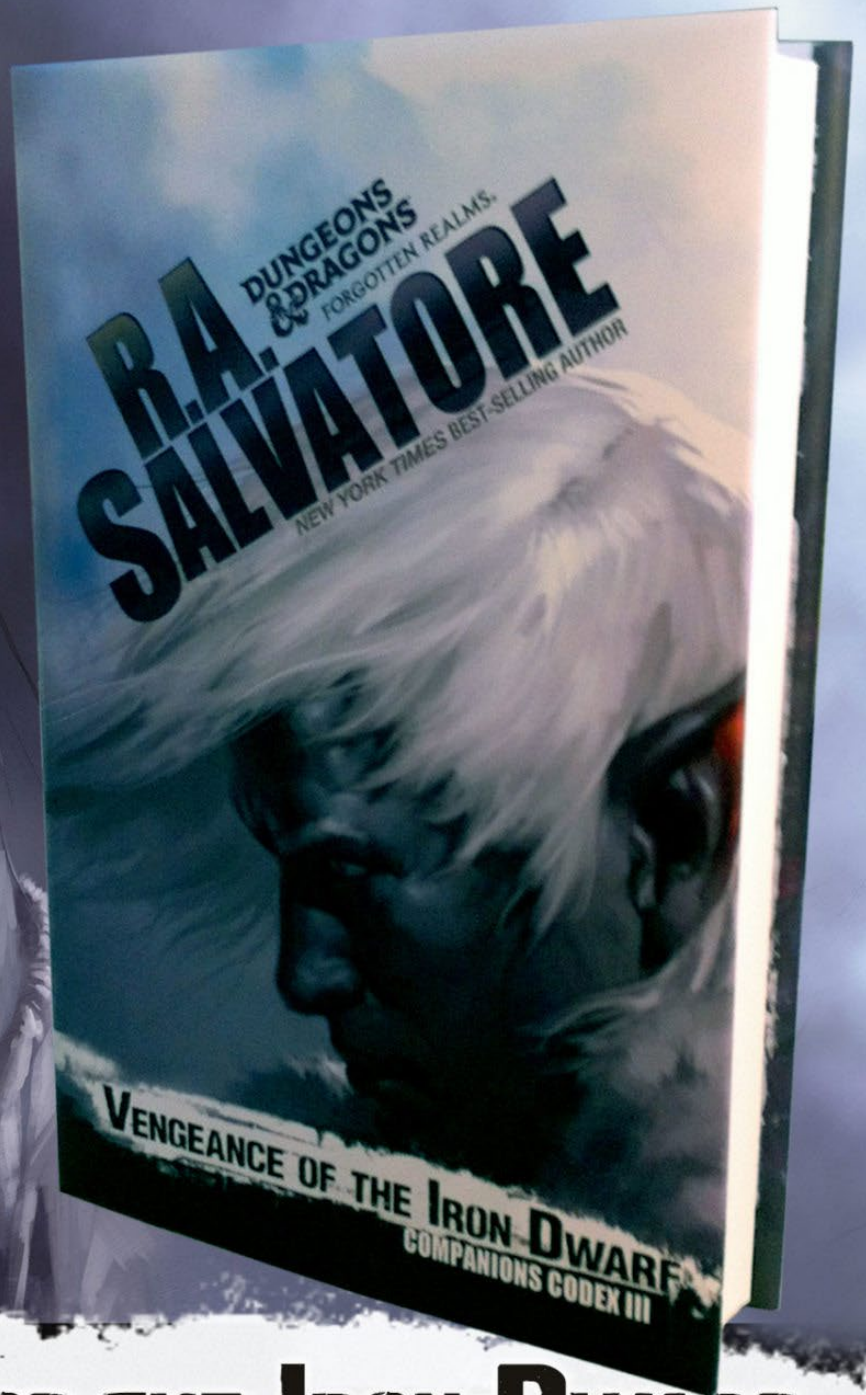
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As for future plotlines... they would have to include his favorite faction: the Harpers. "I want to tell more Harpers stories," he says. "I asked Wizards of the Coast what's going on because they kind of disbanded and there was a safehold and everybody was in there. Now they're not really doing much.

"I'd like to figure out what the Harpers are really doing behind the scenes to drive the direction of the world. World domination is their motivation. They're good but if they need to do some bad things, in order to save people, they're open to that. So I'd like to get back into that and see what they do."

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WAR AT ITS DARKEST



VENGEANCE OF THE IRON DWARF

Don't miss the third book in the Companions Codex!

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Ye Olde Magical Emporium

Welcome to our humble store. Browse freely and ask what questions ye may, but know ye these two things: thou breaks it, thou owns it; and only one Halfling allowed in the Emporium at any one time.



As Elemental Evil rises up once more and cultist activity spreads throughout the land, there's never been a better time to bring your tabletop roleplaying game to life. With that in mind, we have everything from quick-reference spell cards and Dungeon Master's screens to the all-important core rulebooks, to help spice up your adventures.



ELEMENTAL EVIL DUNGEON MASTER'S SCREEN



This is the must-have gaming accessory for Dungeon Masters craving a little privacy. Specifically built using stunning artwork from the Elemental Evil storyline, it displays helpful charts, maps and tables to help keep your game flowing freely. MSRP: \$14.99 from Gale Force Nine.

GET IT NOW



THUNDERCLAP
Evocation cantrip
CASTING TIME 1 action RANGE Self (5 foot radius)
EFFECTS DURATION Instantaneous
A burst of thunderous sound, which can be used to deafen creatures. Each creature other than you within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage.

EARTHBIND
Transmutation
CASTING TIME 1 action RANGE 300 feet
COMPONENTS V DURATION Up to 1 minute
Choose one creature you can see within range. Yellow lightning bolts of magical energy lash out from you. The target must succeed on a Constitution saving throw or be restrained until the end of your next turn.

BEAST BOND
Divination
CASTING TIME 1 action RANGE Touch
COMPONENTS V, S, M DURATION Up to 10 minutes
Material: a bit of fur wrapped in a cloth.
You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to 6, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

ELEMENTAL EVIL SPELL CARDS

The rise in elemental power doesn't just benefit insane cultists looking to twist the world to their vision, it also allows new magic to emerge. The Princes of the Apocalypse adventure contains 43 new spells and these laminated Elemental Evil Spell Cards are a handy reference tool for all spellcasters. MSRP: \$6.99 from Gale Force Nine.

GET IT NOW



D&D STARTER SET

Every journey begins with a first step and the D&D Starter Set contains everything you need to set your heroic characters on their path to adventure. Inside you'll find the essential rules of the game, five pre-generated characters, six game dice and a ready-made quest through the Lost Mine of Phandelver. MSRP: \$19.99.

CHECK IT OUT



PLAYER'S HANDBOOK

Looking to expand your roleplaying experience? The Player's Handbook is an essential reference to the world's greatest roleplaying game and your guide to creating a character worthy of an adventure – from constructing a rich background to gameplay options such as combat and spellcasting. MSRP: \$49.95.

[CHECK IT OUT](#)



MONSTER MANUAL

Well-rounded characters need vicious and varied threats to test their mettle and this A to Z guide is chockfull of beasts that will do just that. From deadly iconic monsters such as dragons, mind flayers and beholders, to troublesome smaller foes like twig blights and will-o'-wisps, the Monster Manual has them all. MSRP: \$49.95.

[GET IT NOW](#)



DUNGEON MASTER'S GUIDE

Dungeon Masters are incredibly talented, creative individuals but even they need a helping hand once in a while. The Dungeon Master's Guide provides the inspiration and guidance they need to spark the imagination of their players and create worlds of adventure for them to explore and enjoy. MSRP: \$49.95.

[CHECK IT OUT](#)

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OFFICIAL D&D CONTENT

PREP LESS. PLAY MORE.



Fantasy Grounds
Virtual RPG Tabletop Application

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Scott Kurtz

presents

GAUNTLET GOPHERS

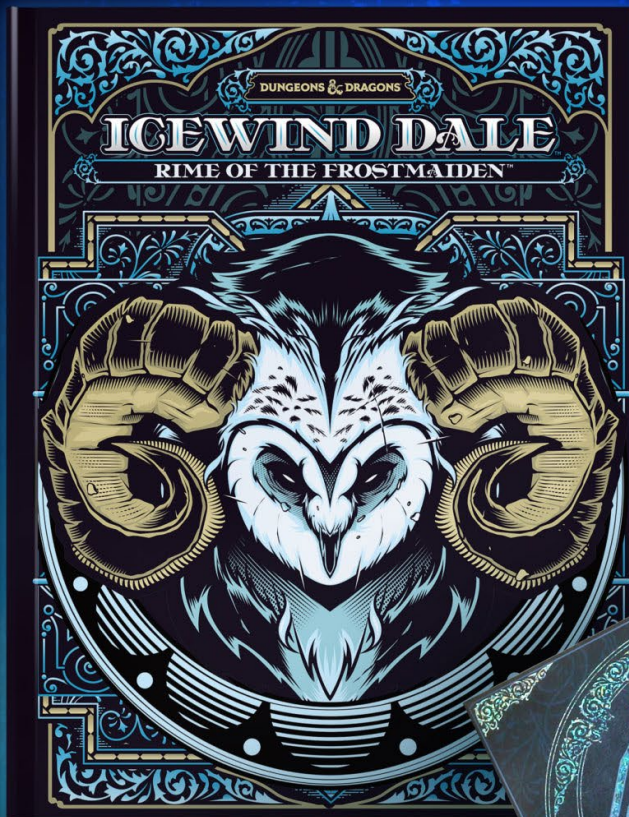
by Tavis Maiden

Comic: Gauntlet Gophers #1

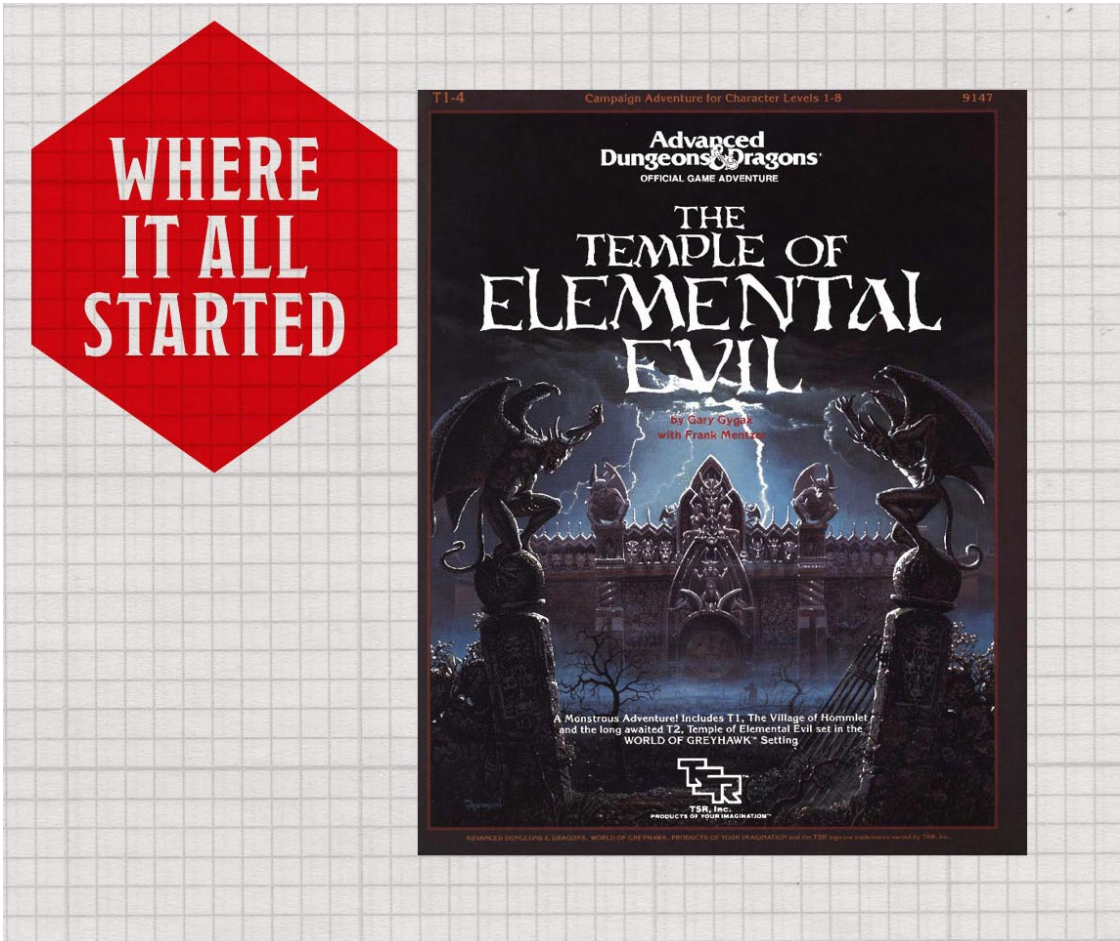




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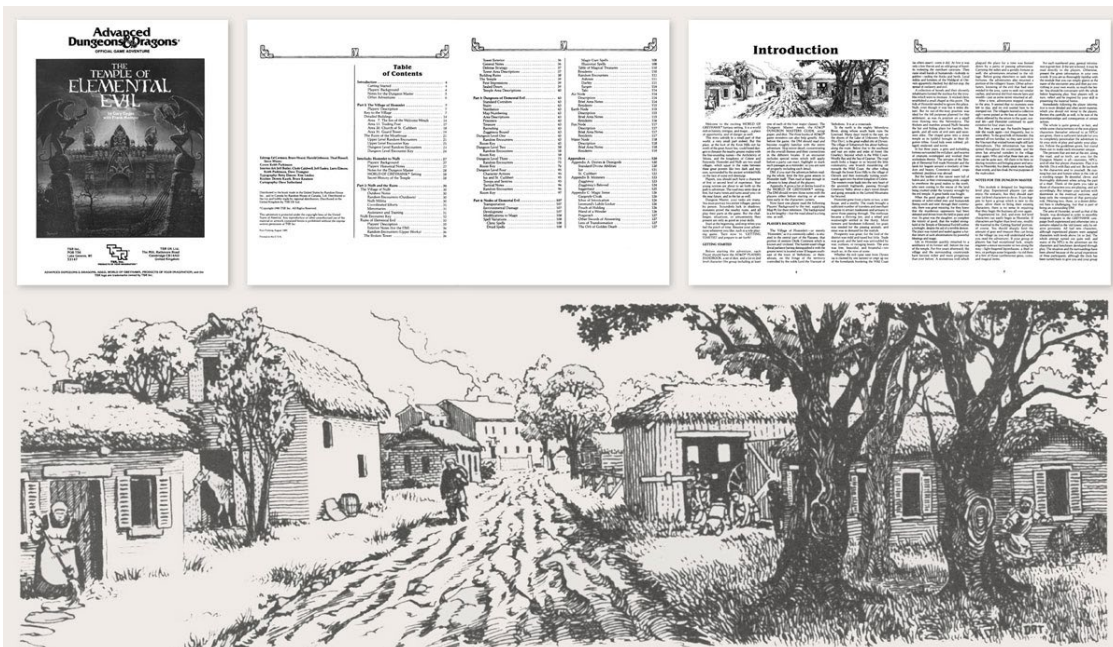
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Elemental Evil: Where It All Started

Take a trip back to The Temple of Elemental Evil – one of the most forbidding structures ever to be built.

The latest Dungeons & Dragons storyline has its roots in the classic tabletop RPG adventure *The Temple of Elemental Evil* (click [here to buy that module](#)). Hardened gamers share their memories of a rough 'n' tumble dungeon crawl that pitted them against committed, organized cultists who frequently had just as much cause to fight with each other as they did with the adventurers.



FIRE IN THE HOLD

The Temple of Elemental Evil didn't just test your strategy, it tested your tenacity. After a bruising fight with a clutch of salamanders in the Fire Temple, we found zero loot. Well that's not right, we thought. Despite searching even more diligently, we still found nothing.

"I search the pit of glowing embers," my buddy Pete declared in frustration.

"Ok, you take 17 points of damage," the DM responded. *"What do you do?"*

"Keep searching."

"You take 18 more. What do you do?"

"Keep searching."

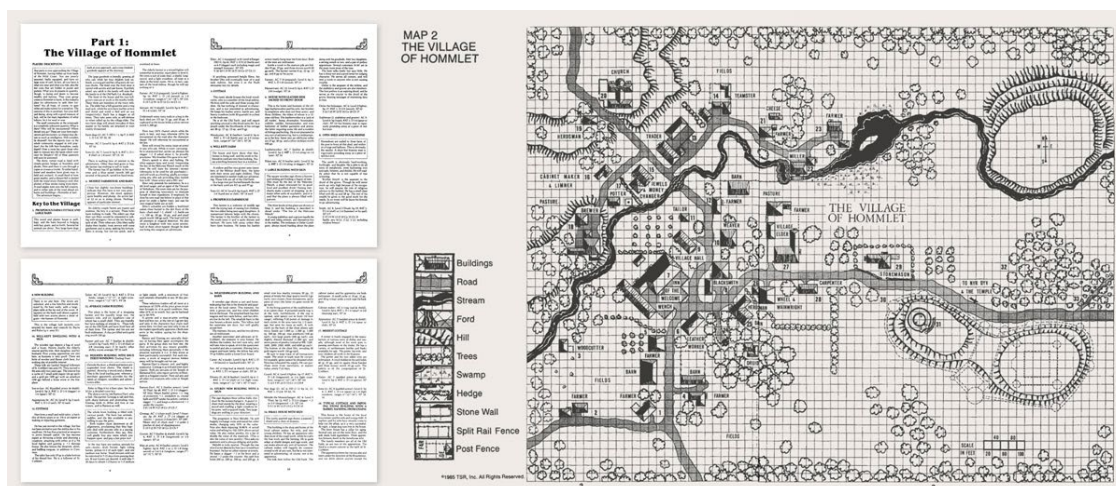
The rest of us shared quizzical glances as the searches continued and the damage mounted.

"You take another 11 points."

Pete scribbled some math on his character sheet: *"Keep searching."*

Finally, four rounds and 50 hit points later, Pete's character uncovered an iron box with two potions, a ring of fire resistance, and a +3 frost brand. This was no ordinary dungeon crawl.

Roger Johnson, Dungeonbastard.com



SALVAGE SQUAD

The Temple of Elemental Evil is notable for its epic arc, smash-mouth combats, and old-school warren of secret dungeon passages and warring factions. The other thing we noted: how much the furniture was worth. Meticulous in its detail, the module invariably gave the gold piece value of the Temple's furnishings. Ever hungry for money, we'd clear an area and immediately go into salvage mode, slowly flooding Verbobonc's furniture market with our latest rare and

valuable finds.

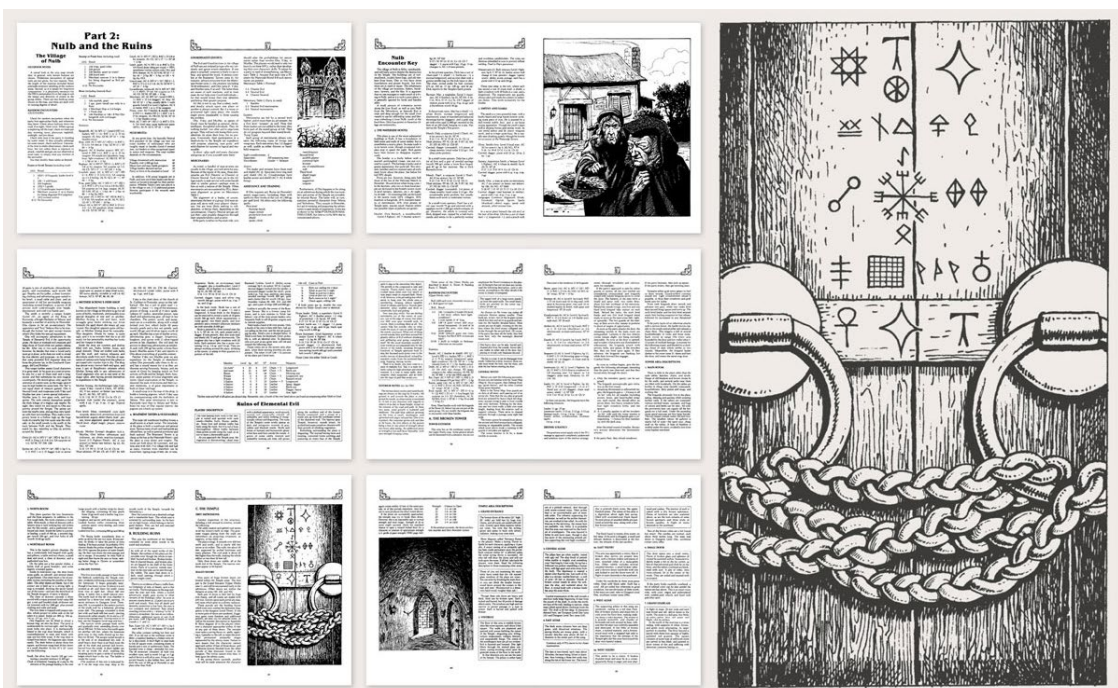
Brad Fierke, Dungeonbastard.com



MIRROR, MIRROR

Our foray into the Temple of Elemental Evil began with an auspicious combination of careful investigation and lucky dice rolls. We stormed the Broken Tower and discovered the escape tunnel that leads deep beneath the Temple to Dungeon Level Three. We knew we were in over our head but we pressed on. Our audacity paid off: we surprised the wizard Falrinth in his lair and scored an overwhelming stash of treasure, including his mirror of mental prowess. Armed with the mirror, we proceeded to turn an arduous delve-and-depart dungeon crawl into a series of hit-and-run raids. Many a PC's life was spared by beating a hasty retreat through the mirror's magic portal.

Jon George, Dungeonbastard.com



RECKLESS NECKLACE

While searching the Air Node, we defeated a pair of dragons and found a magical necklace in their stash.

"I put it on!" said Xero, the paladin.

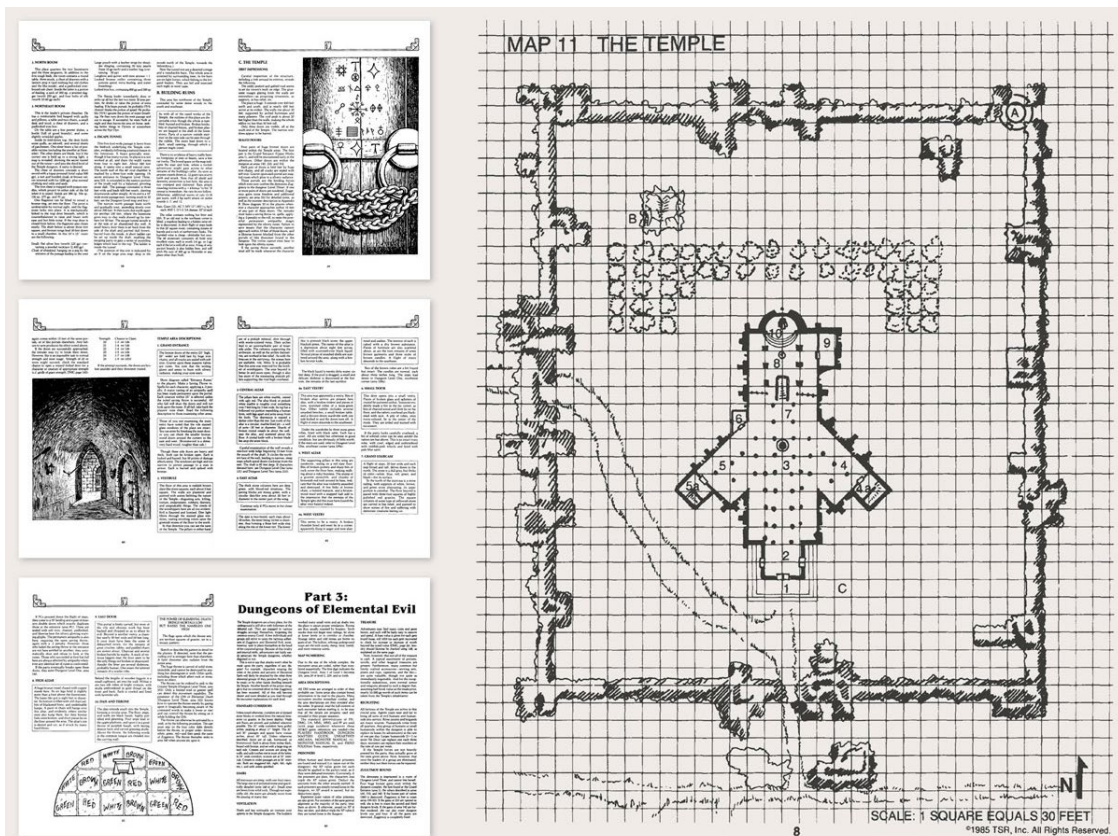
"Wait, shouldn't we get it identified first?" the cleric protested.

"Look, how many cursed necklaces are there?" the paladin replied, *"I put it on."*

"The answer to your question," said our DM Mike Marohl, *"is at least one."*

"GaaaaaaACK" went the paladin, as the necklace magically shrank around his throat. This adventure did not reward recklessness.

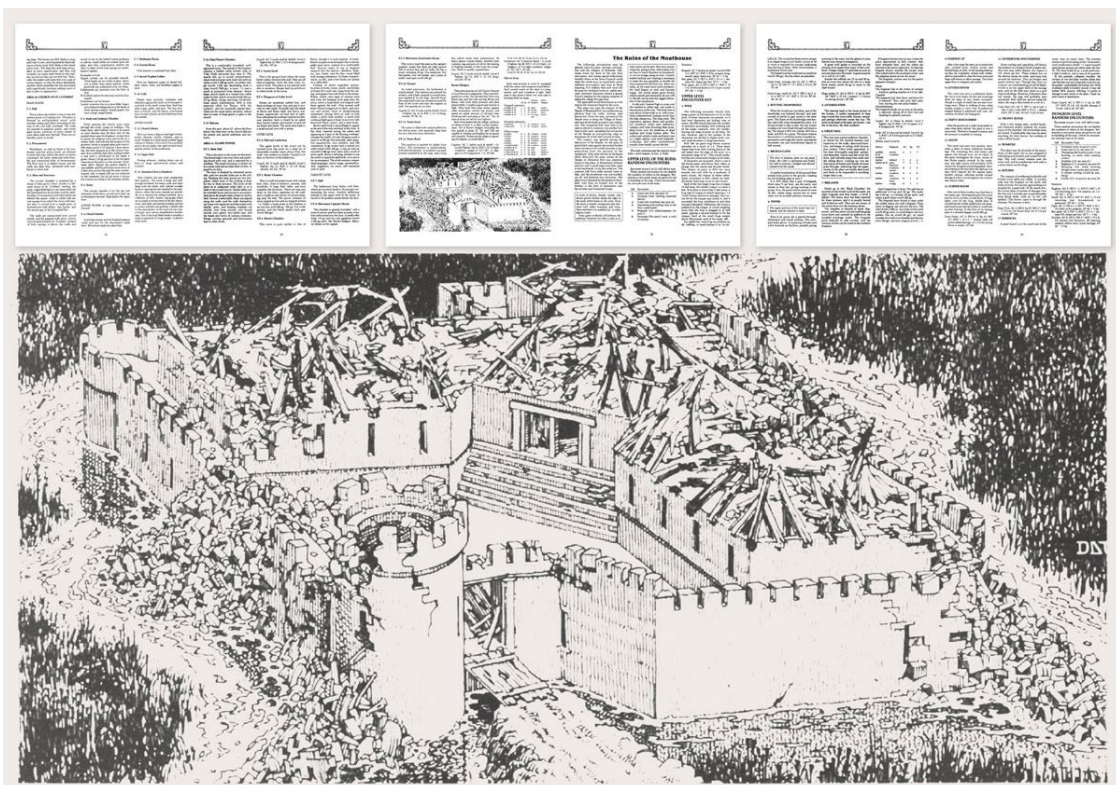
Tom Lommel, Dungeonbastard.com



SPY HARD

The Temple of Elemental Evil runs the entire gamut of what roleplaying games have to offer. Just taking in the scope of the whole adventure was mind blowing and it was also the first time I'd seen isometric and cut-away maps in a D&D module. All of those traps and puzzles! Yet even the starting point of Hommlet itself turned out to be amazing. This quaint little village is filled with evil underhanded spies and I loved the subterfuge and skullduggery that took place right under the PCs noses. What more could you ask for?

Jerry LeNeave, Dreadgazebo.net



EVIL DEEDS

One of the things I enjoy doing is dropping classic adventures into the middle of my D&D campaigns, integrating those famous locations. When an NPC drops a reference to the Temple of Elemental Evil, the players know it's serious business. The party knew there was an elemental cult massed there, which had to be dismantled. Without much other intel (we skipped over Hommlet and the moathouse), they donned disguises pretended to be mercenaries. There, they discovered multiple elemental factions rather than a unified front, all working against each other as well as the outside world.

When they met Belsornig at the water temple, he was ambitious, insightful, and more than willing to make a deal. He knew who the party was, and everyone knew they were using each other. Working together, they took down the air and fire temples, before the party circled back to dismantle the water temple for the inevitable double cross.

However, Belsornig was willing to sacrifice the temple itself. The 'help' given to the party enacted a powerful spell that unleashed a tidal wave, wiping out several friendly villages as sacrifices to the greater Elemental Evil. The party had done what they had set out to do, but in the process, found themselves tools of evil anyway. The genius of the Temple of Elemental Evil wasn't that it was full of bad guys: it's that it was full of bad guys with their own agendas that had the potential to corrupt anyone who came along.

Dave Chalker, Critical-hits.com

The original Temple of Elemental Evil by **Gary Gygax** with **Frank Mentor**. Cover: **Keith Parkinson**. Illustrations: **Jeff Butler, Clyde Caldwell, Jeff Easley, Larry Elmore, Keith Parkinson, Dave**

Trampier. Cartography: Dave Sutherland.



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Next Issue: Dragon 02



With all that elemental energy swirling around at the moment, it's no wonder things get a little electric next issue. Our in-depth look at the world you love takes us from fond memories of Dungeons & Dragons videogames gone by to the latest action RPG *Sword Coast Legends*.

The creators of *Sword Coast Legends* will be sharing the secrets of that game's innovative Dungeon Master mode, as we wander its digital environments and report back what we find there (and if you're looking to add a little *SCL* spice to your tabletop RPG game, you'll love our pre-generated characters of that game's companions). We also meet videogame developer Beamdog at the nearby Way Inn to discuss its visit to Dragonspear Castle.



Ed Greenwood: author, novelist, worldbuilder and archmage

Throw in Forgotten Realms creator Ed Greenwood talking about his latest novel *Spellstorm*, an Icewind Dale short story by Chris Avellone, a look at the D&D Adventurer's League and a lot more involvement from you – yes, *you!* – and you'd need to summon Tenser's Floating Disc to carry this thing if we made it into a paper tome.

(Contents subject to change)



A big thank you to the extended D&D family for their help with the creation of this issue.

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